TENNIS

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MATTEL ELECTRONICS® 1814-0920-G1

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

TENNIS

(For 2 players)

You're at center court, facing your opponent across the net, testing your strategy and your skill! You serve, rally, go for a passing shot! Computer plays lineman and keeps score. Here's fast-paced action — the speed and pressure of World Class competition! Still, this is INTELLIVISION tennis. No waiting for a court. No balls to chase. No throwing your racket! "Are the players ready? Play!"

HOW TO WIN. Tennis is a game of strategy, concentration and accuracy. If you want to play a winning game, read this booklet.

(FOR COLOR TV VIEWING ONLY. Colors you see on your set may vary slightly from colors described in this booklet.)

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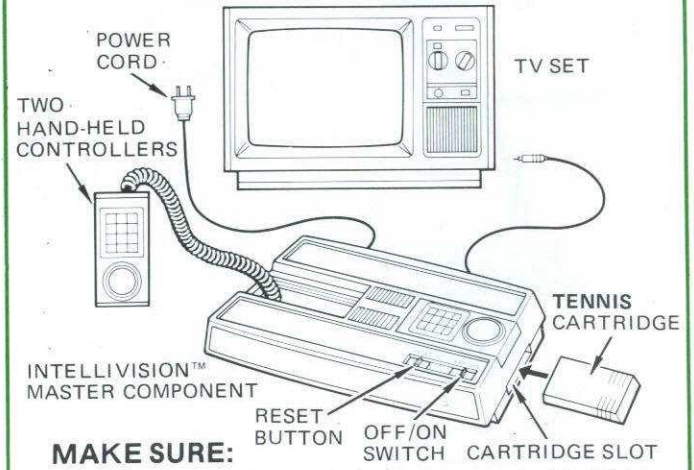
OBJECT OF THE GAME is to score more points than your opponent by hitting the ball into your opponent's court in such a way as to prevent him or her from hitting it back into your court.

CHECK YOUR EQUIPMENT.

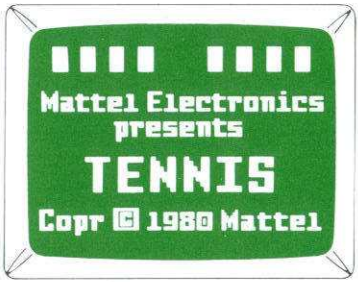


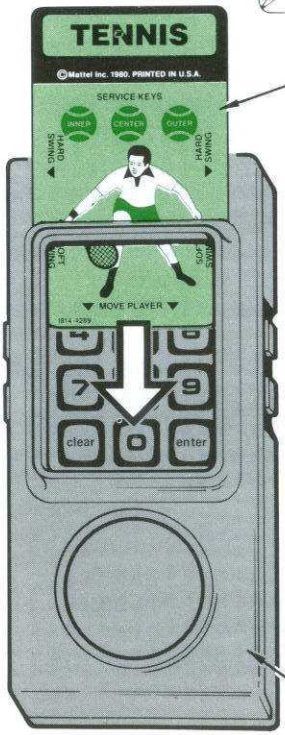
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- TENNIS CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

NOTE: When Keyboard Component is added to Master Component, cartridge goes into slot on the Keyboard Component. (See instructions with Keyboard Component.)

PRESS RESET BUTTON: Title will appear on TV screen:





OVERLAY

ADD OVERLAYS

Find two TENNIS keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller. Make sure overlays fit tight and are all the way in. The overlays will be your visual guides to the game.

HAND-HELD CONTROLLER

GAME RULES IN BRIEF

1. Game action starts when server serves the ball (tosses it into the air and hits it across the net into the service court diagonally opposite).

2. If serve is good (lands on or inside opponent's service court lines), opponent hits the ball back across the net, so that it bounces the first time on or inside the lines of server's court. Players continue to hit the ball back and forth across the net (rally) until one player misses the ball or hits it out of bounds. The other player wins a point.

3. A serve is NOT good if the server misses the ball on his swing or hits the ball outside his opponent's diagonally opposite service court. These are called FAULTS. Two faults (DOUBLE-FAULT) gives the point to opponent.

A serve is NOT good if the ball touches the net before landing in opponent's correct service court. This is called a LET. There is no limit on the number of let serves allowed. (A LET serve is not a fault.)

4. A return is NOT good if a player allows the ball to bounce more than once; if a player misses the ball; or if a player hits the ball outside the lines of his opponent's court. A return that is not good scores a point for the other player.

If the ball touches the net before bouncing in opponent's court DURING A RALLY, the return is good and must be hit by the other player.

5. To win a game, you must win at least 4 points and at least 2 points more than your opponent. Game points are called as: 1 point - 15; 2 points - 30; 3 points - 40; tie score at and after 40 - deuce; 1 point more than opponent - Ad.

Sets are at least 6 games long — 2 games more than your opponent wins the set. (For example, 6 games to 4, 6 to 3, 7 to 5, etc.)

TIE-BREAKER decides winner when games in a set are even at 6 all. (See page 21.)

To win a match, you must win 3 sets out of 5.

6. In regular play, players switch sides (automatically) after every odd-numbered game (1st, 3rd, 5th, etc.). Players **do not** switch sides during a Tie-Breaker in INTELLIVISION™ Tennis.

EXAMINE YOUR CONTROLS

SERVICE KEYS - used when serving to determine generally where the ball will land in opponent's service court)

OUTER COURT (outside third of any service court)

CENTER COURT (center third of any service court)

INNER COURT (closest to Center Service Line)

HARD SWING

SOFT SWING

HARD SWING
Serve - sends ball fast and deep into opponent's court. Takes practice to serve inbounds.

Return - ground stroke. Ball remains low, appears faster.

SOFT SWING
Serve - sends ball slower, with slight upward curve. Easy to serve inbounds.

Return - lob. Ball curves upward stays in the air, like a popfly.

"MOVE PLAYER"
DIRECTION DISC – moves your player in any of 16 directions, **without turning the player** to face that direction. PLAYERS ALWAYS FACE THE NET.

INTELLIVISION™ TENNIS is a game of concentration, eye-hand coordination, timing and strategy. Keep your eye on the ball's **shadow,** especially on a high lob stroke. Learn to time your serve and return. Timing determines where and how far the ball will travel.

If you are already familiar with the game and want a quick refresher on game play, skip ahead to page 10. If you are new to tennis, you will want to read the entire booklet, to get the most enjoyment out of your game.

GETTING STARTED — SELECT A GAME SPEED

You can play INTELLIVISION™ Tennis at FOUR different speeds, depending on your experience and skill. If you're just beginning, you may wish to start at slower speed. On the fastest speed, players and ball both move faster. You will need very sharp reflexes to play at this level.

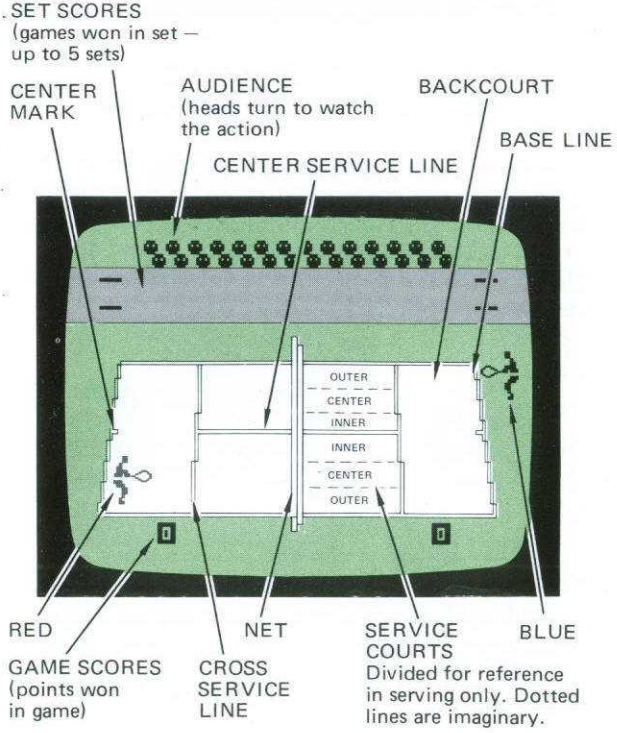
SERVICE KEYS

PRO (Medium Fast)	CLUB PLAYER (Medium)	BEGINNER (Slower)

To select the FASTEST speed - WIMBLEDON - press the DIRECTION DISC on either Hand Controller. To select any slower speed, press one of the three TOP SERVICE KEYS on either Hand Controller. See the illustration above.

CHECK THE COURT

After you select a speed, the tennis court and scoreboard will appear on your TV screen, with Red and Blue players both on the court. There will be no immediate action, so you will have time to get familiar with the court layout.



PRE-GAME WARM-UP

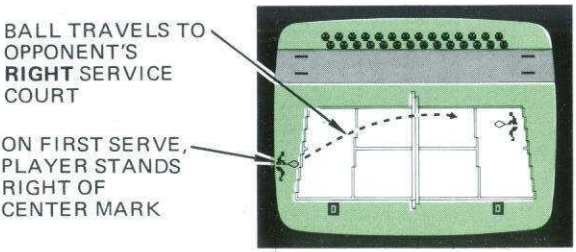
Practice moving your player around the court, using the DIRECTION DISC, **before** you start to play. Get the feel of your player's movements, speed and responsiveness. Notice that both players FACE THE NET AT ALL TIMES. Your player will move only within his own court. You cannot run your player around the net into your opponent's court. When players switch sides of the court, they do so automatically.

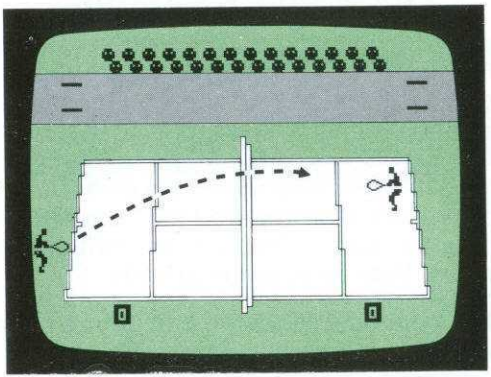
NOTE: You must serve the ball before rallying. No warm-up rally before the game.

GETTING IN POSITION FOR THE SERVE

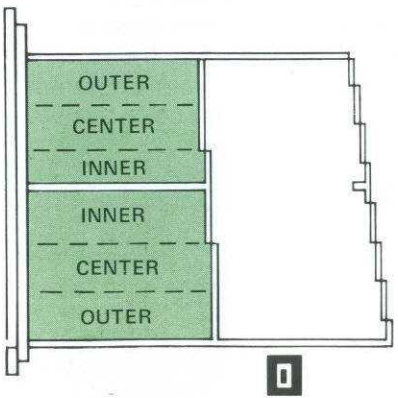
THE SAME PLAYER SERVES THROUGHOUT A GAME. RED PLAYER (left hand controller) ALWAYS SERVES FIRST IN A MATCH.

Your player always serves from behind the Base Line, alternating between right and left of the Center Mark, after each point scored. Your serve always travels to your opponent's service court DIAGONALLY opposite from your player.





PRESS ONE OF THE THREE TOP **SERVICE** KEYS. This positions the server and determines **generally** where your serve will land in your opponent's service court. See the illustration below.



YOU MUST PRESS A SERVICE KEY BEFORE YOU CAN PROCEED WITH YOUR SERVE.

After you press a Service key, your player will automatically move into the correct position behind the Base Line. On your first serve, this position will be RIGHT of the Center Mark.

Once in position to serve, your player is ''frozen'' in place and will not move until you press a Swing button (side of Hand Controller). This prevents you from accidentally incurring a ''foot fault'' (touching or stepping over the Base Line).

After you press a Service key, the ball will automatically appear in your player's hand after approximately a 1-second delay. This gives your opponent time to move his or her player into position to receive the serve.

You can change your mind on where you want to place the ball, as many times as you like, until you actually HIT the ball. Simply press a different Service key.

POSITIONING YOUR PLAYER TO RECEIVE THE SERVE

When you see your opponent's player moving into serving position along the Base Line, position your own player to receive the serve. Remember that your opponent's serve will land in your service court DIAGONALLY opposite his player.

It's generally a good idea to place your receiving player close to or behind the Base Line. You can always run up to hit a soft serve. Running back to get a hard serve is more difficult.

THE SERVE:
YOUR NUMBER 1 OFFENSIVE WEAPON!

Once you are in position to serve, use the SIDE **SWING** BUTTONS to make the serve.

1. PRESS ANY SWING BUTTON TO TOSS THE BALL INTO THE AIR. The ball will travel to the same height, regardless of which Swing button you press.

2. PRESS ONE OF THE SIDE SWING BUTTONS A SECOND TIME, TO SWING AT THE BALL.

Either HARD SWING button (top) will give you a long, fast serve. You will need some practice to use this serve, as it is difficult to place accurately within your opponent's service court. It is also difficult for your opponent to hit.

Either SOFT SWING button (bottom) will give you a slower, shorter, looping serve. It is much easier to make a good serve using this button. It is also much easier for your opponent to return.

TIMING YOUR SERVE

Normally, the best time to press the Swing button a second time in serving is when the ball is at its highest point in the toss. On a Hard Swing, you may want to let the ball drop **a little** from its highest point, to increase your chances of placing the ball inside your opponent's service court.

THE HIGHER THE BALL IS WHEN YOU HIT IT, THE FARTHER IT WILL TRAVEL.

If you swing too soon or too late, you may miss the ball entirely. This counts as a fault. (See next section.)

TIP TO THE SERVER: Use the VOLLEY! After you make a hard, aggressive first serve, rush the net and get set for the return. You're in position to hit the ball in the air, before it hits court on your side! This is a classic move in World Competition tennis!

NEVER volley when you are returning your opponent's serve, as this will cost you the point. You must let the ball bounce once in your service court before returning a serve.

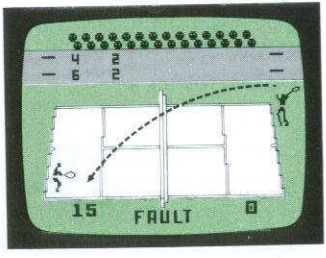
FAULT

You incur a fault when:

- You swing but do not hit the ball while serving.
- The ball does not bouce the first time on or within the lines of your opponent's diagonally opposite service court.

(If you toss the ball, but DO NOT swing at it and it drops to the ground, you DO NOT incur a fault. Press a Service key to retrieve the ball.)

When you fault, you will hear a SOFT TONE and see the word FAULT on the **Game** Scoreboard, between the two scores.



You may fault ONCE attempting to serve, without losing the point. If you fault, you must press a Service key again (the same or a different key) and try to serve again. Your player serves from the same side of the Center Mark as before.

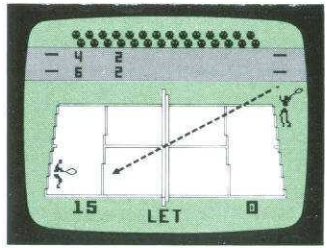
If you fault TWICE IN A ROW (a DOUBLE-FAULT), you lose the point. If the game isn't over, your player automatically moves to the other side of the Center Mark when you press a Service key for your next serve.

After a point has been won, you play with a clean slate (two chances to make the serve).

LET

A let serve also removes the ball from play, but does not cost you points. It does not count as a fault either.

A Let serve occurs when the ball hits the net, then travels on over it into your opponent's court diagonally opposite service court. (If the ball lands outside your opponent's service court, the play is a fault.)



There is no limit to the number of let serves allowed on a point. The computer will alert you to a let serve with a SOFT TONE and the word LET in the center of the Game Scoreboard.

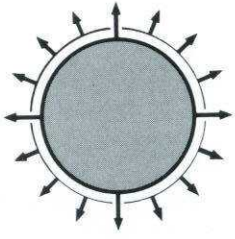
RETURNING THE BALL (GET THE RALLY GOING!)

The only controls you will use in returning the ball (hitting it back to your opponent), either after a serve or during a rally, are the DIRECTION DISC and the SIDE SWING BUTTON. The Service keys are used only by the server and only preceding a serve.

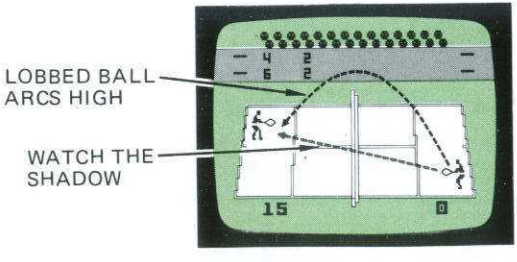
USE THE DIRECTION DISC TO MOVE YOUR PLAYER INTO POSITION TO RECEIVE AND RETURN THE BALL.

Imagine the Direction Disc divided into 16 equal segments, each with an arrow pointing outward.

Press the outer edge of the disc at any of these 16 points and your player will move in the direction indicated above by the arrows. Remember that your player will always face the net, even when running backwards or sideways.



Your player can hit the ball whenever it is at a height between his knees and the top of his head, and about a racket's reach away (either right or left). If the ball has been lobbed to you (hit in a high arc), watch the ball's SHADOW on the ground, to see where to position your player. If you watch the ball, your position will be too far off to hit it.

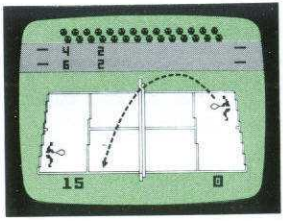


WHEN YOUR PLAYER IS IN POSITION TO RETURN THE BALL, PRESS ONE OF THE SIDE **SWING** BUTTONS. When you press a Swing button, your player will draw back his racket and swing.

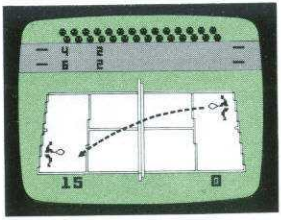
Ground Stroke — PRESS EITHER **HARD** (top) SWING BUTTON. The ball will travel low and reach your opponent's court quickly.

If you use a Hard Swing button to return a lobbed ball, you will get a much more powerful stroke than an ordinary ground stroke. This is called a SMASH.

Lob — PRESS EITHER **SOFT** (bottom) SWING BUTTON. The ball will travel in a high, curved arc. Since it spends more time in the air than with a ground stroke, the ball appears to travel slower and is easier to hit by your opponent. The distance between the ball and its shadow is more pronounced with a lob than with a ground stroke.



LOB



GROUND STROKE

Only one player (the server or the receiver) can swing his racket at a time. After you hit the ball, your side swing buttons will not work until it is your turn to hit the ball again.

You can only swing your racket when the ball is in play (after the serve and before the point is won). You will NOT BE ABLE TO SWING at a fault serve or a ball that has bounced more than once in your court. Your side Swing buttons will not work as soon as the computer determines that the ball is out of play.

You will hear a WOOSH when you swing and a SOFT CLICK when you hit the ball.

WHEN TO SWING

Returning A Serve

You must let the ball bounce ONCE in your service court before you hit it. If you hit the ball before it bounces (unless it hit the net first), you lose the point.

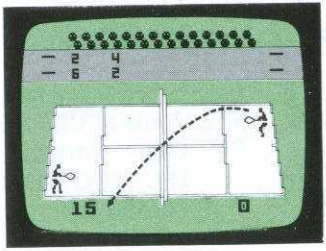
After the ball bounces once in your service court, you can swing at it **as many times as you like,** until you hit it or until it bounces again.

RETURNING THE BALL IN A RALLY

When you hit the ball after the serve, it must land on or inside the lines of your opponent's court to be considered good. (The lines of the court are the net, the Base Line and the two Side Lines.)

Once the computer determines that the ball will NOT BE GOOD:

If you swing and miss, you win the point.
If you don't swing, you win the point.
If you swing and hit, play continues.



If the ball bounces inside the court and then goes out, it is still considered good. If you do not hit it, you lose the point.

If the ball strikes the top of the net and then continues over into your court, you must hit it or lose the point. There is no "let" in rallying, only in serving.

TIMING YOUR SWING

WHEN you hit the ball during your swing determines WHERE the ball will go in your opponent's court.

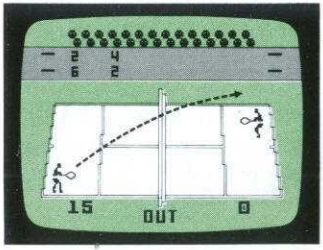
Think of the swing motion as a 135° semi-circle that starts almost behind the player and ends in front of him, with the racket extended forward.

A hit at this point in your swing (a late swing) will send the ball toward the bottom of the court (bottom of your TV screen).

A hit at this point in your swing will send the ball nearly straight.

A hit at this point in your swing (an early swing) will send the ball toward the top of the court (top of your TV screen).

OUT OF BOUNDS



When you return the ball, it must bounce the first time ON OR WITHIN the lines of your opponent's court. If your hit sends the ball outside your opponent's court, you will hear a WARNING BUZZ and see the word OUT! in the center of the Game Scoreboard.

POINT SCORED

After the serve, players continue the rally until one player scores the point. At various times during a rally, the CROWD MAY CHEER for a particularly good shot. The CROWD ALSO CHEERS at the end of a rally of reasonable length. Notice that the crowd's eyes follow the action during a rally.

When a point is scored, it is displayed on the Game Scoreboard, under the player who won it.

END OF GAME

After one player wins a game, according to the tennis scoring rules described in the next section, the CROWD CHEERS. The word GAME appears in the center of the Game Scoreboard, in the winning player's color. The point scores on the Game Scoreboard return to zero. The Set Scoreboard above the court indicates the game won, beside the winning player's color.

The serve changes after every game. The computer automatically keeps track of whose serve it is and where that player should serve from, so you don't need to worry about this.

After every ODD-NUMBERED **GAME** in a set (1st, 3rd, 5th, etc.), players switch sides of the court. The computer automatically moves the players to opposite sides of the court. During the time in which this is happening, your Hand Controllers will not control the players. Each player's point scores continue to be displayed below the player.

THE TENNIS SCORING SYSTEM

Tennis has a scoring system that is unique to the game. It is unusual, but it is not difficult to master. Tennis is scored in GAME, SET and MATCH.

TO WIN A GAME . . .

You must win at least 4 points and at least 2 points more than your opponent. The traditional way of calling point scores is as follows:

1 point: 15
2 points: 30
3 points: 40
Score tied at 40 or over: Deuce
1 point more than opponent: Ad (for advantage)
2 points more than opponent: Game
(For **Tie-Breaker** scoring - see page 21)
Point scores of 15, 30, 40 and Ad appear in white under the side of the court that you are playing on during that game. Point scores of Deuce and Game appear in the center of the Game Scoreboard. Game appears in the winning player's color (red or blue).

In tennis a score of 0 points is called Love. A zero score is simply displayed as 0 in INTELLIVISION™ Tennis.

TO WIN A SET . . .

You must win at least 6 games and at least 2 more games than your opponent. If the Set Score is at 6 to 5, you must continue playing.

When you win a set, the CROWD CHEERS and the Game Scoreboard reads GAME, then SET in the winning player's color.

Tie-Breaker

If the Set Score is even at 6 games all, a Tie-Breaker decides the winner. When this happens, each player serves twice in a row, alternating until at least **7 Tie-Breaker points** are played.

Tie-Breaker Serving: The player who served the last game serves ONE point. His opponent then serves TWO points. Each player then serves TWO points, alternating until the Tie-Breaker is completed.

Again, the set must be won by at least 2 points. (For example, 7 to 4, 12 to 10, even 15 to 13, etc.)

TO WIN A MATCH . . .

You must win 3 out of 5 sets. As soon as one player wins 3 sets, the match is over. The CROWD CHEERS. The Game Scoreboard reads out GAME, then SET, then MATCH in the winning player's color. Both players automatically run to the net, shake hands, and run off the court.

GAME SOUNDS

WOOSH	Whenever racket is swung.
SOFT "CLICK" ..	Whenever ball is hit with racket.
SERIES OF RAPID CLICKS ..	Ball hits the net and does not go over.
WARNING "BUZZ"	Return is out of bounds.
"CROWD CHEERS"	For particularly good shots, for long rallies, at end of game, set and match.
SOFT TONE	Let ball (hits net and drops into service court) and fault service.

GAME IN REVIEW

The instructions below are to get you started or refresh your memory if you are already familiar with the game. Details and explanations that you will need to get the most enjoyment out of the game are in the pages that precede this section. TO WIN AT TENNIS, YOU WILL WANT TO READ THE ENTIRE BOOKLET.

1. Turn Master Component OFF/ON switch ON.

2. Select game speed. Press Direction Disc for fastest speed. Press one of three Service keys for slower speeds (INNER is medium fast, CENTER is medium, OUTER is slow). Court appears on screen with Red player on left, Blue player on right.

3. Red player (left hand controller) has first serve. Press any SERVICE key to position server and determine where serve is to go. (Same player serves throughout game.)

Press any SWING button to toss ball into air. Press SWING button again to swing at ball. Either top button gives hard swing. Either bottom button gives softer swing.

4. Blue player use Direction Disc to maneuver player into position to receive and return ball. Press SWING button to hit ball. Top buttons give ground stroke. Bottom buttons give lob. (Forehand and backhand are the same in this game.)

5. You incur a FAULT when serving if you swing at and miss the ball, or if you place the ball outside your opponent's diagonally opposite service court. Two faults (DOUBLE-FAULT) costs you a point.

If the ball strikes the net during a serve and continues on into opponent's service court, the serve is a LET. Unlimited number of lets allowed.

6. SCORING: Your first point is displayed as 15, your second point as 30, your third point as 40. Tied score at 40 or over is displayed as **Deuce.** After Deuce, 1 point more than opponent is displayed as **Ad.** 2 points more than opponent wins the game (displayed as **Game).**

To win a game you must have at least 4 points and at least 2 points more than your opponent. To win a set, you must win at least 6 games and at least 2 games more than your opponent. To win the match, you must win 3 out of 5 sets. (Tie-Breaker is described on page 21.)

HOW TO WIN!

COURT TACTICS. Tennis is a game of position. Maneuver your opponent out of position and you have a PASSING shot opportunity. (In other words — "hit 'em where they ain't!")

KEEP THE BALL IN PLAY. **Don't** try for a winner every shot. Play the percentages. Get a rally going and let the **other** guy make the mistakes.

EASE UP ON 2ND SERVES. Lean into your 1st serve and go for the Ace. If you fault, go for position rather than speed on the 2nd serve. Avoid a Double Fault.

WORK ON COORDINATION. Practice using the Direction Disc and side Swing buttons until they work smoothly together. Time spent on coordination will really pay off!

WATCH YOUR POSITION. Take 1st serves farther back. Move up a bit for softer 2nd serves. (Of course, your opponent can cross you up. Stay alert!) A good rule is STAY UP OR BACK. Avoid court center. You can't return a ball hit at your feet!

USE LOBS OFTEN. Lobs cross up your opponent. If he rushes the net, hit the ball over his head, deep into the backcourt!

WATCH YOUR TIMING. You must return all balls after **one** bounce, or in the air directly (except when returning a serve).

CHANGE OF PACE. Go from soft strokes to hard strokes. Mix 'em up and cross 'em up.

GET THE SERVICE BREAK. When your opponent is serving and gets behind, **don't** let him off the hook! Bear down and win the game.

TAKE AN EXTRA SWING. Miss a return — swing again! Except when you're serving, extra swings are OK.

RUSH THE NET AND VOLLEY! After you hit a good first serve hard — move up to the net and take the return in the air before it hits the court. You'll need quick reflexes!

TENNIS GLOSSORY

ACE . . . . . Opponent misses serve completely. (Also SERVICE ACE)

AD . . . . . For ADvantage. Example — at deuce, you win a point: it's your Ad. Win one more point and you take the game.

DEUCE . . . . . Tie score at 40 or over. (Must win by two points.)

DOUBLE FAULT . . . . . Two service errors on any point. (Also called DOUBLES.) Server loses point.

FAULT	Any service error. Ball lands out of bounds, in the wrong court, etc.
GAME, SET, MATCH	Games are at least four points (15-0, 30-0, 40-0 and game). Sets are at least six games. Matches are 3 out of 5 sets.
GROUND STROKE	Basic stroke in tennis. Ball must be hit (RETURNED) after no more than **one** bounce. FOREHAND and BACKHAND are the same in INTELLIVISION™ tennis.
LET	Ball hits net before dropping into opponent's court. On serve only. (Also LET SERVICE) Try again!
LOB	Hitting ball high in the air — like a flyball.
LOVE.....	Zero — as in 15-Love, or 5 games to Love, etc.
NOT UP.....	Return error — ball takes more than one bounce before it is hit — lost point.
RALLY	Keeping ball in play — serve and return, back and forth.
SERVE	Offensive stroke. SERVICE ball must go into opponent's SERVICE court.

SET POINT .... Possible winning point in a set. (Also MATCH POINT — possible winning point in final set.)

SMASH ..... Aggressive return of opponent's lob. (Also OVERHEAD)

TENNIS COURT ..... The playing areas as marked off by sidelines, etc. (As in a basketball court.) All INTELLIVISION games are SINGLES. No alley lines for Doubles (2 players on a side) are needed.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

SOCCER	1683-4289____sets	TENNIS	1814-4289____sets
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ELECTRIC CO. WORD FUN	1122-4289____sets	BACKGAMMON	1119-4289____sets
FOOTBALL	2610-4289____sets	LAS VEGAS POKER & BLACKJACK	2611-4289____sets
HORSE RACING	1123-4289____sets	ARMOR BATTLE	1121-4289____sets
CHECKERS	1120-4289____sets	MAJOR LEAGUE BASEBALL	2614-4289____sets
AUTO RACING	1113-4289____sets	SPACE BATTLE	2612-4289____sets

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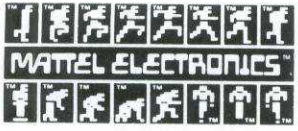
MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



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